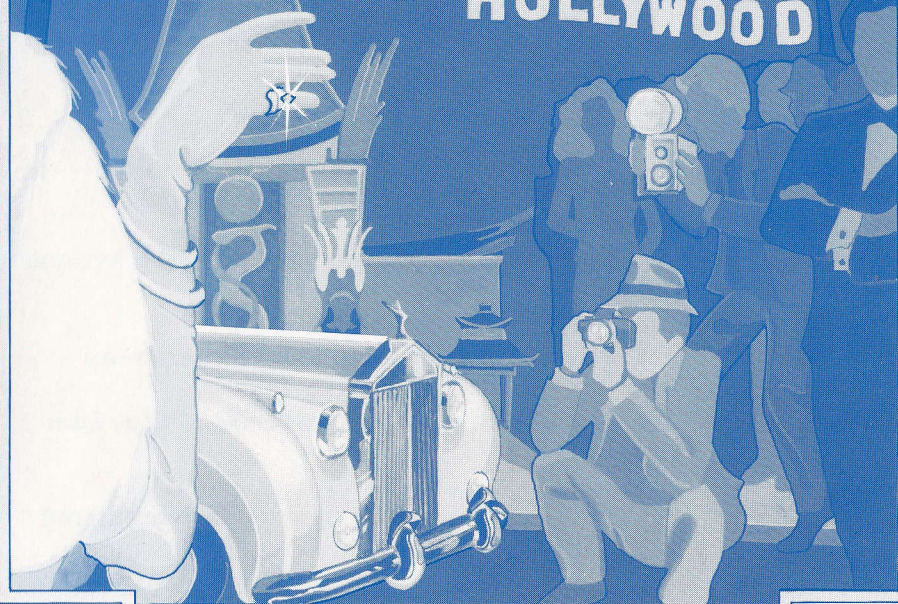


Ticket to
HOLLYWOOD

NOW PLAYING

HOLLYWOOD



Design and development: Frieda Lekkerkerker and
Erin Moran

Computer Graphics: Erin Moran

Package and Manual Design: Joye Morrisseau

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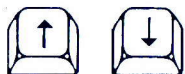
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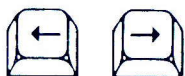
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CONTROL KEYS



UP and DOWN ARROW KEYS:

Select your response in a menu window or film clip.
Let you move the pointer on the map.



LEFT and RIGHT ARROW KEYS:

Let you move the pointer on the map.



RETURN:

Confirms a choice.



S key:

Displays your current leads and score.



M key:

Shows you the map menu and lets you choose a new map.



D key:

Shows you the Decades menu and lets you choose a new decade.



E key or **Esc** (or **f1** key on the Commodore):

Exits the program.



Q key:

Allows you to end the quiz session.



Del or **Delete** key:

Lets you delete a name from the player menu.

MENU SELECTION

Player Selection:

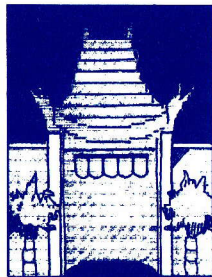
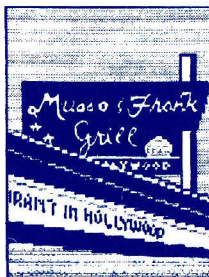
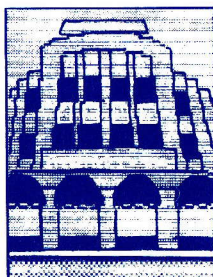
After the title screen you will see a window with a series of lines. Choose a line, by using the Up and Down arrow keys, and press RETURN. Then type your name and press RETURN. Your name, your options and your status will be saved on the disk, after you have finished or exited the program. The next time you use TICKET TO HOLLYWOOD you can choose your name from the list and either resume where you left off or start a new session.

★ **IMPORTANT!**

You can delete a name from the list by using the Del key. Then type in the new name.

Further Options:

After the player menu you will see a few more menus, which allow you to turn the sound on or off, to indicate (in the IBM version) your particular monitor and to select whether you wish to use the keyboard or mouse (and joystick in the Apple and Commodore version). Make your selections by using the Up and Down arrow keys and press RETURN.



LOADING INSTRUCTIONS

IBM®:

1. Turn on your computer and monitor with DOS version 2.0 or higher.
2. If you boot from a hard disk, type **A:**
3. Put your TICKET TO HOLLYWOOD disk in drive A. At the A> prompt type **HOL** and press RETURN.

For a Hard-Disk System:

If you wish to copy the TICKET TO HOLLYWOOD files onto your hard disk:

1. Create a subdirectory on your hard disk with the MD command (refer to your DOS manual about the details).
2. Put the HOLLYWOOD disk in drive A and use the *.* command to transfer the files to the new subdirectory on the hard disk (example: copy A:*. * C:\MOVIES).
3. Change to the hard disk drive and the directory that contains TICKET TO HOLLYWOOD (example: C:CD \MOVIES).

★ IMPORTANT!

4. Every time you use the program, keep the original HOLLYWOOD disk in drive A during the initial loading of the program.

5. While in the new hard disk directory, type **HOL**
The program will start from there.

For Hercules™ Cards and Leading Edge:

If your computer has a Hercules-compatible graphics card, type at the A> prompt: **HERC** and press RETURN.

If you have a Leading Edge computer with a green or amber monitor, type at the A> prompt: **LEAD** and press RETURN.

Using a Mouse

If you use a mouse with your PC system, you first

need to load in the appropriate mouse driver. Check your mouse manual for specific instructions. You may wish to copy the driver file to the HOLLYWOOD disk and to include the command to load the mouse driver in the HOL.BAT file on the HOLLYWOOD disk.



APPLE®:

1. Put the TICKET TO HOLLYWOOD disk in the disk drive and close the door of the drive.
2. Turn your computer and monitor on. The program will start in a few moments.
3. After the introduction and menu choices you will be asked to turn the disk over to side B. Remove the disk from the drive and turn it over, label side down. Put it back in the drive and close the door. Press any key to continue.
4. During the game you may be asked to turn the disk over to the A side and back to the B side. Remember that the A side is the one with the label.
5. When you are done with the program, you will again be asked to turn the disk over, label side up (side A), and to press any key. Your player status will then be saved on the first side.

COMMODORE®:

1. Turn on the disk drive, monitor or TV and computer. (Commodore 128: press key in lower left of the keyboard, while turning on the computer).
2. Put the TICKET TO HOLLYWOOD disk, label side up, in the disk drive and close the door of the drive.
3. Type **LOAD "*" ,8** and press RETURN.
4. When the word **READY** appears, type **RUN** and press RETURN.
5. During the game you may be asked to turn the disk over to the A side and back to the B side. Remember that the A side is the one with the label.
6. After the introduction and menu choices, you will see a message at the bottom of the screen to turn the disk over to side B. Remove the disk from the drive and turn it over, label side down. Put it back in the drive and close the door. Press any key to continue.

7. When you are done with the program, you will again be asked to turn the disk over, label side up (side A), and to press any key.

MOUSE AND JOYSTICK

If you use a mouse or joystick you just need to point and click in order to make your selection. While on a map, for instance, you move the pointer to a building and press the button to reveal the name of the location. Click again and you will enter that particular place. Point to a word at the status bar at the top of the screen and press a button. A menu will appear and you can further select by pointing and clicking. If you do not wish to make a selection, just move the pointer outside the window and press a button.

In the quiz section you can see the various options in the bottom half of the film clip by pointing inside the clip and pressing a button. If you think the correct answer has appeared, move the pointer to the OK window and press a button.

Joystick: whenever this manual refers to mouse usage, you should apply the same information to joystick usage.

INTRODUCTION

Ever dreamed of being a STAR? Making it BIG? Fame, Fortune, Fantasy...Well, you may have missed your chance in the movies, but you can still become a superstar in Hollywood—this could be the break you've been waiting for!

But becoming a star is a lot of work. It means learning the industry: the directors, the studios, the actors, the places where deals are cut and contracts signed, and of course, THE MOVIES!

And just like in the movies, ANYTHING is possible. So get ready for the trip of a lifetime! You can travel back in time to the days of Charlie Chaplin's debut or Greta Garbo's first words on screen. Visit James

Dean's favorite restaurant or stop in at Universal Studios. But it's more than just a pleasure trip. There is mystery and intrigue.

You must discover the identity of 25 stars to achieve superstardom. As in the making of any big star, "the director" plays an important role. You must track him down and see if he can assist you. You will get leads to help you find him around Tinsel Town. There are 6 on-screen maps, over 35 locations and 8 decades from which to choose. So in chasing him all over town you'll learn your way in no time at all.



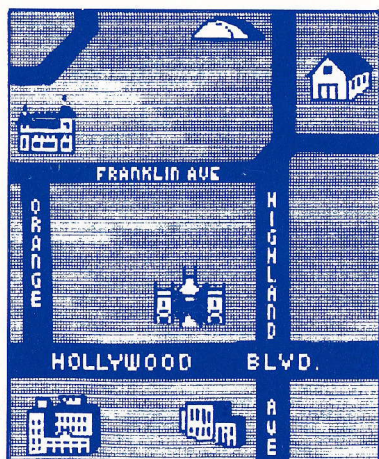
But wait, there's more! Earn your stars by answering questions at each locale, gathering information from the director and answering his superstar questions. Tabloid headlines contain clues to a star's identity. Once you think you have solved the mystery you add their name to the Walk of Fame. Who knows, YOUR name might be next!

QUICK START !

If you can't wait to get going on the road to stardom, there are a few things you need to know. The object of the game is to discover the identity of a film star. You do this by gathering clues about the person. You win clues by tracking down the director and answering his questions. To find the director you must follow up on leads about places around the city. At every locale you are quizzed by a movie buff. Answering questions correctly yields points. The more points you get, the more leads you receive about the director.

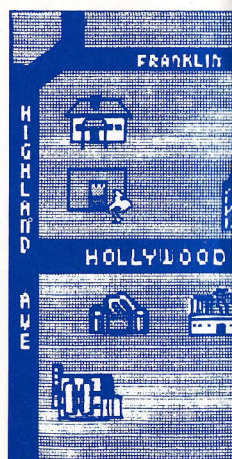
When you think you know who the star is, you go to the Walk of Fame on Map 5 and type in the answer. Time travel is draining so you mustn't let your energy level run down. Keep your eye on the energy bar at the bottom of the screen. Changing decades or moving to another map is tiring; but your movie knowledge will recharge you!

Good Luck and "break a leg"!



MAP 1

Magic Castle (1910-80's)
 Grauman's Chinese Theater (1920-80's)
 Roosevelt Hotel (1920-80's)
 Paramount Theater (1920-80's)
 Hollywood Studio Museum (1980's)
 Hollywood Bowl (1920-80's)



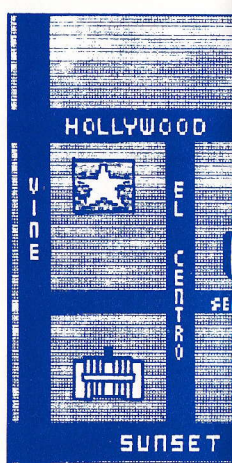
MAP 2

Villa Capri Restaurant
 Hollywood Wax Museum
 Montmartre Cafe
 Max Factor (1930-80's)
 McDonald's (1960-80's)
 Hollywood Theater
 Grauman's Egyptian



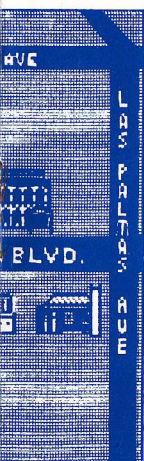
MAP 4

Hollywood Palace (1920-80's)
 Sardi's (1930-70's)
 Wallich's (1940-70's)
 Capitol Records (1950-80's)
 Pantages Theater (1930-80's)
 Brown Derby (1920-80's)
 Hollywood Studio Museum (1910-20's)



MAP 5

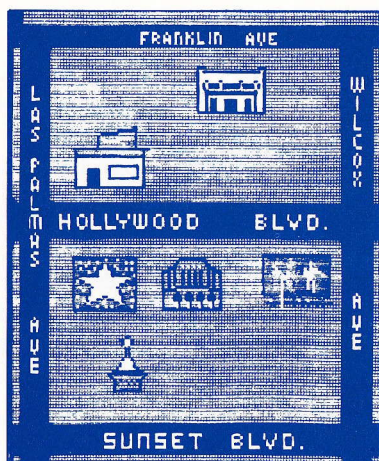
Hollywood Studio City
 Legion Stadium (1910-80's)
 Universal Studios
 Palladium (1940-80's)
 Walk of Fame (1960-80's)



ant (1930-80's)
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 1920-80's)
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 n Theater (1920-80's)

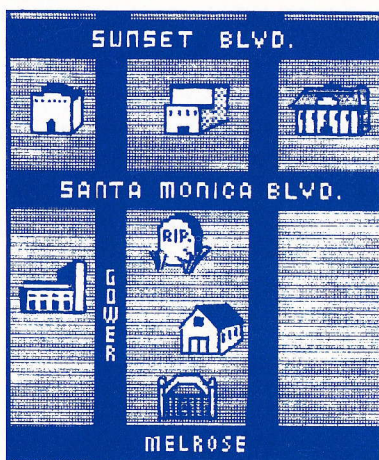


club (1910-20's)
 1920-60's)
 (1910-20's)
 0's)
 0-80's)



MAP 3

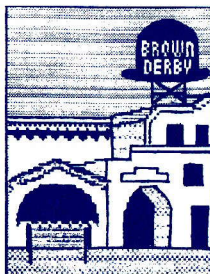
Montecito Apartments (1920-80's)
 Musso and Frank Grill (1910-80's)
 Crossroads of the World (1930-80's)
 Frederick's of Hollywood (1940-80's)
 Legends of Hollywood (1980's)
 Walk of Fame (1960-80's)



MAP 6

Century Studios (1910-30's)
 Gower Gulch (1910-30's)
 Warner Brothers (1910-30's)
 Metro Studios (1910-20's)
 Hollywood Cemetery (1910-80's)
 Paramount Studios (1910-80's)
 Hollywood Studio Museum (1930-70's)

STARTING OUT



The game starts out in the 1980's. You are given a lead to find "the director". Try to remember it—after all, directors are important! Next, press the arrow keys (or move the mouse). You see a pointer moving across the map.

Move the pointer to one of the buildings on the map and press RETURN (or button) once. At the bottom of the screen you see the name of that particular location. Move the pointer to another location and repeat the process.

If you think that your first lead may have something to do with the place in question, press RETURN (or button) once to see the name of the place and a second time to enter it (a double RETURN or click without moving the pointer). For example: "Meet me under the hat" may mean the "Brown Derby" restaurant. Pay attention to the decade that each building is from—alas, not all the buildings from the past still exist today. You may have to travel back to the 1930's to find the director at the "Derby".

On the left half of the screen the building you have chosen appears. If you have tracked a lead (e.g. the "Derby") "the director" will appear. You get a star each time you find him. And your hard work pays off—you can ask him a question about anything you want! This is a good way to conduct your own search about the stars. (But remember, he won't know who Marlon Brando or Meryl Streep is if you are in the 1930's). Moreover, don't expect him to know everything, even though he'd like you to think he does! If he does answer your question, you get another star.



Then the director asks YOU a superstar question. You must type in the answer. Take your time. You only get one try! A correct answer will get you 3 stars. For every 5 stars you earn, you will receive a clue about the mystery person. Clues appear in the tabloid headlines that will show up after a successful encounter with the director!

If the director is not at the location you are visiting,

the “Movie Madame” will appear and quiz you. The questions are in the top half of the film clip and the answers are in the bottom half. You choose your answer by using the Up and Down arrow keys and by pressing RETURN when you see the correct answer. (If you use a mouse, move the pointer to the OK window and press a button). You get 3 points if you answer correctly on the first try and 1 point on the second try. (You will get a third try, but don’t expect any points!) After every 25 points, you receive a new lead about “the director”.

With 6 on-screen maps, 38 locations and 8 decades, there is a lot to explore. But be warned, the pursuit of stardom may take its toll. There is an “energy” bar at the bottom of the screen. You “lose” energy changing maps or decades—time travel is draining! “Recharge” yourself by answering correctly and finding the director.

Enjoy yourself on your way to fame and fortune. See you in the movies!

LEADS AND CLUES

A lead helps you track down the director and a clue helps you solve the mystery. The object is to find the director and in turn get information about the stars. The game starts out with a lead that you can follow up on to find the director. You can go back and review your leads at any time by checking on the status bar.

“Meet me under the hat” may appear in a marquee. It is then up to you to decipher this lead and find some connection between it and one of the locations on the maps. If you go to the right place the director will appear. You get one star every time you find the director, another star if you quiz him successfully and three stars for answering his “superstar” question. For every 5 stars you receive, you get a clue to help you solve the mystery.



The clues are in the tabloid headlines. There are 10 clues per mystery. They are vague at first and gradu-

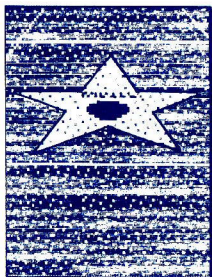
ally become more specific. For example, your first clue might be "Johnny Hyde Discovers New Star". A later clue might read "Joltin' Joe Marries Starlet" and finally, "Diamonds are her best friend" — which, you might know, points to Marilyn Monroe. You can go back and review the clues at the Walk of Fame on Map 3.

MAPS

There are 6 on-screen maps. Each map contains some of the major points of interest in Hollywood from the 1910's through present day. You can move from map to map by pressing the M key (or move the pointer to the word Map on the top of the screen and press the button). A map menu will appear and you can choose a different map by using the Up and Down arrow keys and RETURN (mouse: select with the pointer and press a button).

To visit a place on the map, you place the pointer on the building you want to explore and press RETURN (button) once for the name of the place and twice to go there.

LOCATIONS



There are more than 35 locations to visit on your trip through time. You can explore each one by placing the pointer on the building you are interested in and pressing RETURN (button) once to see the name of the place and twice to visit the location. Keep in mind that you are traveling through different decades. Buildings that were around in the 40's may have disappeared by the 70's.

There are two Walk of Fame locations. The one on Map 3 lets you review the clues you have received about the mystery person. The Map 5 Walk of Fame is where you will go when you are ready to guess the identity of the star.

ENERGY BAR

The energy bar is at the bottom of the screen. Whenever you change decades or move to another map, you lose a little energy. You are fully “charged” when it is at the far right and completely exhausted when it reaches the far left. To “recharge” yourself, you must successfully answer the “Movie Madame’s” quizzes or find the director. If the energy bar gets all the way to the left, you’ve lost every ounce of energy and the game is over.

QUIZ



Once you have entered a location, the “Movie Madame” will appear. She is relentless with her questions about the movies, stars and the industry. You are quizzed about things relating to the era you have selected. The questions appear in the top half of the film clip and the answers are in the bottom half. Use the Up and Down arrow keys to show the different answers and press RETURN when the correct answer appears (move the pointer inside the bottom film clip and then move it to the OK window and press a button).

You get 3 points if you answer correctly on the first try and 1 point if you answer on the second try. For every 25 points you receive, you get another lead to find the director. The number at the top right hand portion of the screen shows you how close you are to the magic 25.

You can cut a quiz session short by pressing the Q key. But you will not gain any points then. And many of the questions and answers provide you with important information concerning the leads and clues!

STATUS LINE

The status line is the bar at the top of the screen with the words Status, Maps, Decades, Exit and a number. You can access them by pressing the S, M, D, or Esc

(E) keys (move the mouse to one of the words and press a button).

Status

You can review your leads or see your score

Maps

You can move to another map by calling up the window and making your selection

Decades

You can change decades by opening the window and choosing an era

Exit

You can make a choice to exit the game or to continue

#

You can see how close you are to getting a new lead (You get one after every 25 points)

HOW TO BEAT THE ODDS AND WIN THE GAME

You win the game by solving the mystery. If you know the answer, go to the Walk of Fame on Map 5 and type in your answer.

If the energy bar retreats all the way to the left side, you have run out of energy and the game (for now) is over. After winning (or losing) the game, make sure that the program saves your status. Just follow the instructions on the screen. The next time you play, you can receive fresh leads and clues or you may return to your original position.

EXIT

If you want to exit the program, you can do so by pressing the E or Esc key. The program will save your status for the next time you play. (Apple and Commodore versions will tell you when to turn over the disk).

MYSTERIES SOLVED

1. _____
2. _____
3. _____
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25. _____

Defective Disks

If this disk should fail within ninety days of purchase, you may return it with proof of purchase for a free replacement, provided that it has not been subjected to misuse, damage or excessive wear. If the disk has been physically damaged, or after the ninety day period, please include \$7.50 for replacement.

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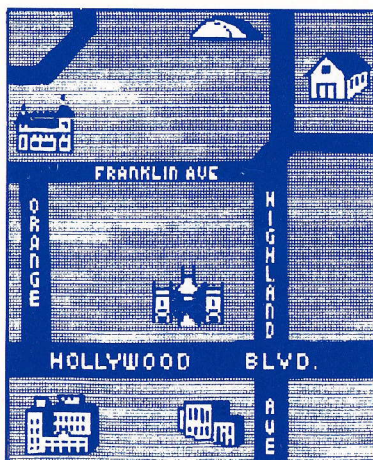
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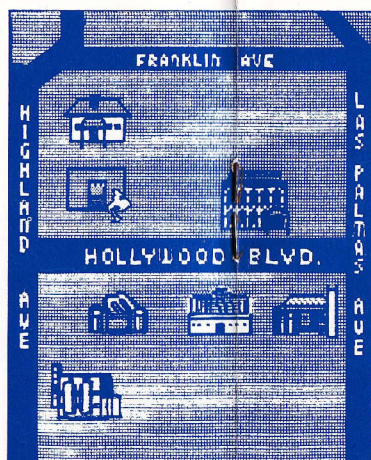
MAP 1

Magic Castle (1910-80's)
 Grauman's Chinese Theater (1920-80's)
 Roosevelt Hotel (1920-80's)
 Paramount Theater (1920-80's)
 Hollywood Studio Museum (1980's)
 Hollywood Bowl (1920-80's)



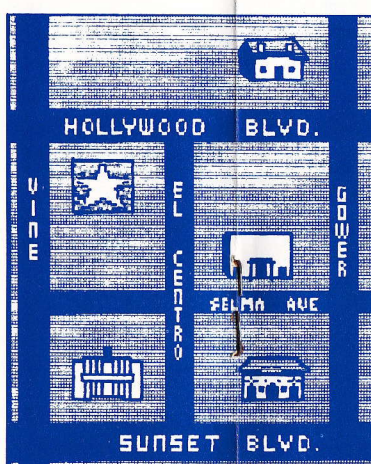
MAP 4

Hollywood Palace (1920-80's)
 Sardi's (1930-70's)
 Wallich's (1940-70's)
 Capitol Records (1950-80's)
 Pantages Theater (1930-80's)
 Brown Derby (1920-80's)
 Hollywood Studio Museum (1910-20's)



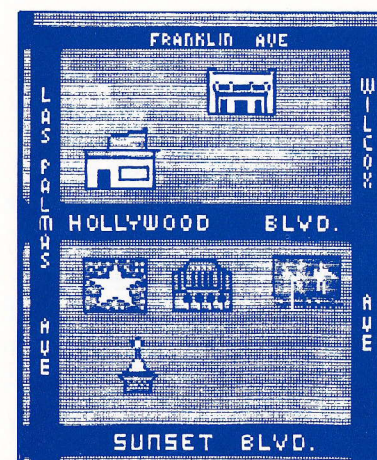
MAP 2

Villa Capri Restaurant (1930-80's)
 Hollywood Wax Museum (1960-80's)
 Montmartre Cafe (1920-80's)
 Max Factor (1930-80's)
 McDonald's (1960-80's)
 Hollywood Theater (1910-80's)
 Grauman's Egyptian Theater (1920-80's)



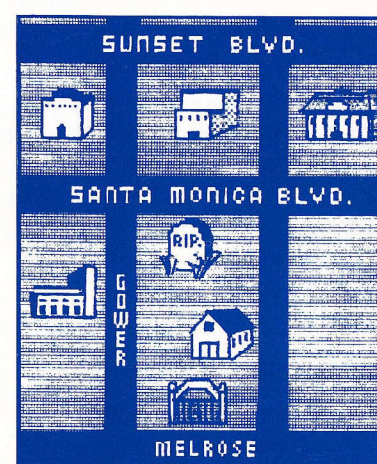
MAP 5

Hollywood Studio Club (1910-20's)
 Legion Stadium (1920-60's)
 Universal Studios (1910-20's)
 Palladium (1940-80's)
 Walk of Fame (1960-80's)



MAP 3

Montecito Apartments (1920-80's)
 Musso and Frank Grill (1910-80's)
 Crossroads of the World (1930-80's)
 Frederick's of Hollywood (1940-80's)
 Legends of Hollywood (1980's)
 Walk of Fame (1960-80's)



MAP 6

Century Studios (1910-30's)
 Gower Gulch (1910-30's)
 Warner Brothers (1910-30's)
 Metro Studios (1910-20's)
 Hollywood Cemetery (1910-80's)
 Paramount Studios (1910-80's)
 Hollywood Studio Museum (1930-70's)

★ ★

Legion Stadium -- Friday night was Fight Night for such regulars as Chaplin, Harlow, Gable, Lombard and Valentino.

Magic Castle -- a Gothic mansion that houses a private club for magicians

Max Factor -- a former furniture warehouse turned into an elegant salon (includes a museum with the largest autograph collection)

McDonald's -- burgers in art deco style

Montecito Apartments -- used to be a favorite with many actors (among others a President!)

Montmartre Cafe -- first nightclub, where Pola Negri and Valentino tangoed, Crawford danced and Bing Crosby sang

Musso and Frank Grill -- Hollywood's oldest restaurant -- a screenwriters' hangout

Metro Studios -- Hollywood's largest studio in the 20's where Valentino found fame -- merged with Goldwyn in 1924

Palladium -- built by LA Times publisher Norman Chandler, its dance floor hosted Lawrence Welk for 15 years

Pantages Theater -- site of the Oscar ceremonies from '49 to '59

Paramount Studios -- oldest movie lot in Hollywood, home to Crosby, Hope, Mae West and Clara Bow

Paramount Theater -- originally El Capitan (a stage theater), it became a movie theater in 1942

Roosevelt Hotel -- built in 1927, with financial help from Mary Pickford and Douglas Fairbanks, it was the site of the first Oscar ceremonies

Sardi's -- Chaplin's favorite restaurant, now a porno theater

Universal Studios -- site of Hollywood's first Movie Studio (Nestor before its merger with Universal)

Villa Capri Restaurant -- James Dean's and the "Rat Pack's" favorite

Walk of Fame -- Hollywood sidewalk tribute to the stars

Wallich's -- a record store frequented by Sinatra -- it was destroyed in 1982

Warner Brothers -- the colonial mansion that was home to the studio that produced the first "talkie" in 1927

Ticket to ★ HOLLYWOOD ★TM

For Apple® IIe/IIc/IIgs

Requires 128K

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